Observer

- name:string

+ Observer()
+ Observer(string)
+ ~Observer()
+ virtual update():void

Observable

- observers:list<Observer*>
- changed:bool

+ Observable()
+ ~Observable()
+ virtual addObserver(Observer*):void
+ virtual deleteObserver(Observer*):void
+ virtual notifyObservers():void
+ setChanged():void
+ clearChanged():void

Listener

- name:string

+ Listener()
+ Listener(string)
+ Listener()
+ update():void

Heater

- time:int

+ Heater()
+ ~Heater()
+ setTime(int):void
+ start():void
+ change():void